

Turtle Crossing:

A Brilliant Balancing Act

Work together with your team to escape the dangers of the Amazon rainforest! Traverse a raging torrent using specially trained turtles, to reach your terrific extraction point. Your team was studying newly discovered plants, that may provide a cure for many illnesses, when disaster struck. With your radio equipment damaged and supplies running low it's time to get out.



Setup/Briefing:

Gather participants in a circle. Have them stand around a platform, rug, or small roped in area that will symbolize their starting point. Create a scenario (see below). Explain that the group must all start within the boundaries of the rope and give them a number of turtles, which are lightweight objects, such as carpet squares, foam, wooden discs, etc and explain that these objects will only stay with them if they remain in contact at all times. If they lose contact with a turtle object at any point, it will be taken away by the facilitator. The group must all navigate together from the start point to a specified endpoint because the turtle objects can only go in one direction.

Scenario:

~Scenario 1: The group is in the amazon and has come to a piranha infested river and needs to cross to escape a fierce animal/tribe. A group of friendly turtles that the scientists(the group) has been working with is willing to help them cross; however the scientists must remain in contact with the turtles and they will not go back against the current.

~Scenario 2: The group is standing on the rim of a giant mug of hot chocolate and the turtle objects are marshmallows that will melt unless they have human contact to regulate their temperature. The marshmallows can only be temperature regulated long enough to go in one direction. Once the group reaches the other side they can slide down the handle of the mug to safety.

~Scenario 3: Create your own!!!

Rules:

1. The entire group must stay within the confines of the start point, any touches outside of the start point result in a touch against the group

2. **TOUCH:** results from accidentally touching something other than the start point, end point, or platform object, usually the floor but could be walls, desks, or other objects that are not part of the game. Once a certain number of touches is reached the group starts over
3. If a person touches the facilitator can decide whether the individual continues in place or goes back to the start point.
4. The platform objects, when being used outside of the start point, must have human contact or the facilitator will remove that platform from the game until a restart happens

Adaptations:

1. Have objects just out of reach that the group must retrieve before certain participants can continue. (Ex: a first aid kit is required to help heal a participant who has an injured leg; a pair of glasses is required to help a blind participant see(use a blindfold until toy glasses are retrieved).
2. Touches: 3-5 touches is usually more than enough for any size group. The number of touches should be determined on the distance, platform object size, group size, and group skill level. The higher the number of touches given, the easier it may be.
3. Negotiations may be made by trading touches for an additional platform or retrieving a lost platform.

Debriefing:

What was the task?(gets them talking) What was your plan? How was the plan carried out? Who was the most important person? Who was the Leader? what were some other roles people played? How can you support one another like you did in this game? or How can you improve how you support and encourage one another?(based on the outcome) Address failures as growth/learning opportunities. What are some obstacles you faced along the way? How did you overcome them?